

## Project Design Phase-II

### Customer Journey Map

Date	08 October 2022
Team ID	PNT2022TMID48154
Project Name	IoT Based Safety Gadget for Child Safety Monitoring and Notification
Maximum Marks	4 Marks

User journey

By the design team at User Interviews LLC.

User
Process
Environment

People
3-5
Time
30 min
Difficulty
Beginner

Creating a user journey is a quick way to help you and your team gain a deeper understanding of who you're designing for, aka the stakeholder in your project. The information you add here should be representative of the observations and research you've done about your users.

Phases	Needs	Awareness	Action	Monitoring
Steps <small>Describe where your user needs to go from start to finish</small>	The Child wants to wear the smart watch	If the child is in any dangerous zone	The Child will press the emergency button	The parent will receive the notification from the child
Feelings <small>What your user might be thinking and feeling at this moment</small>	<span style="font-size: 2em; color: #ff9900;">+</span>  <span style="font-size: 2em; color: #808080;">-</span>   			
Pain points <small>Problems your user runs into</small>	  	The parents /guardian simultaneously check the child status	The child in danger zone the parents/guardian verify the child monitoring location	Then parents check the received captured videos and recordings and communicate the child
Opportunities <small>Possible improvements or enhancements to the experience</small>	  	Market about the devices in advertisements	Child exact locations updating continuously without interpreted The device send audio and video are in better quality	The wearable devices features are update particular time Maitenance the imageof wearable device.

